

# FX FIGHTER







# FX

# FIGHTER

**STORY:**

**BILL KAPLAN**

**PENCILS:**

**TERRY SHOEMAKER**

**INKS:**

**JOHN HOLDREDGE &  
CHUCK GIBSON**

**LETTERS:**

**MIKE HEISLER**

**EDITOR:**

**TED ADAMS**

**GTE Entertainment**

**WILDSTORM**  
PRODUCTIONS

**FOR GTE:**

**ROBERT BURNETT, CREATIVE CONSULTANT**

**STEPHEN KING, DESIGN CONSULTANT**

**FRONT COVER:**

**TERRY SHOEMAKER  
& ROBERT JONES**

**BACK COVER:**

**JIM LEE**

**COMPUTER COLOR & PRODUCTION:**

**WILDSTORM EFFECTS**

**GRAPHIC DESIGN:**

**PARKERSULIC**

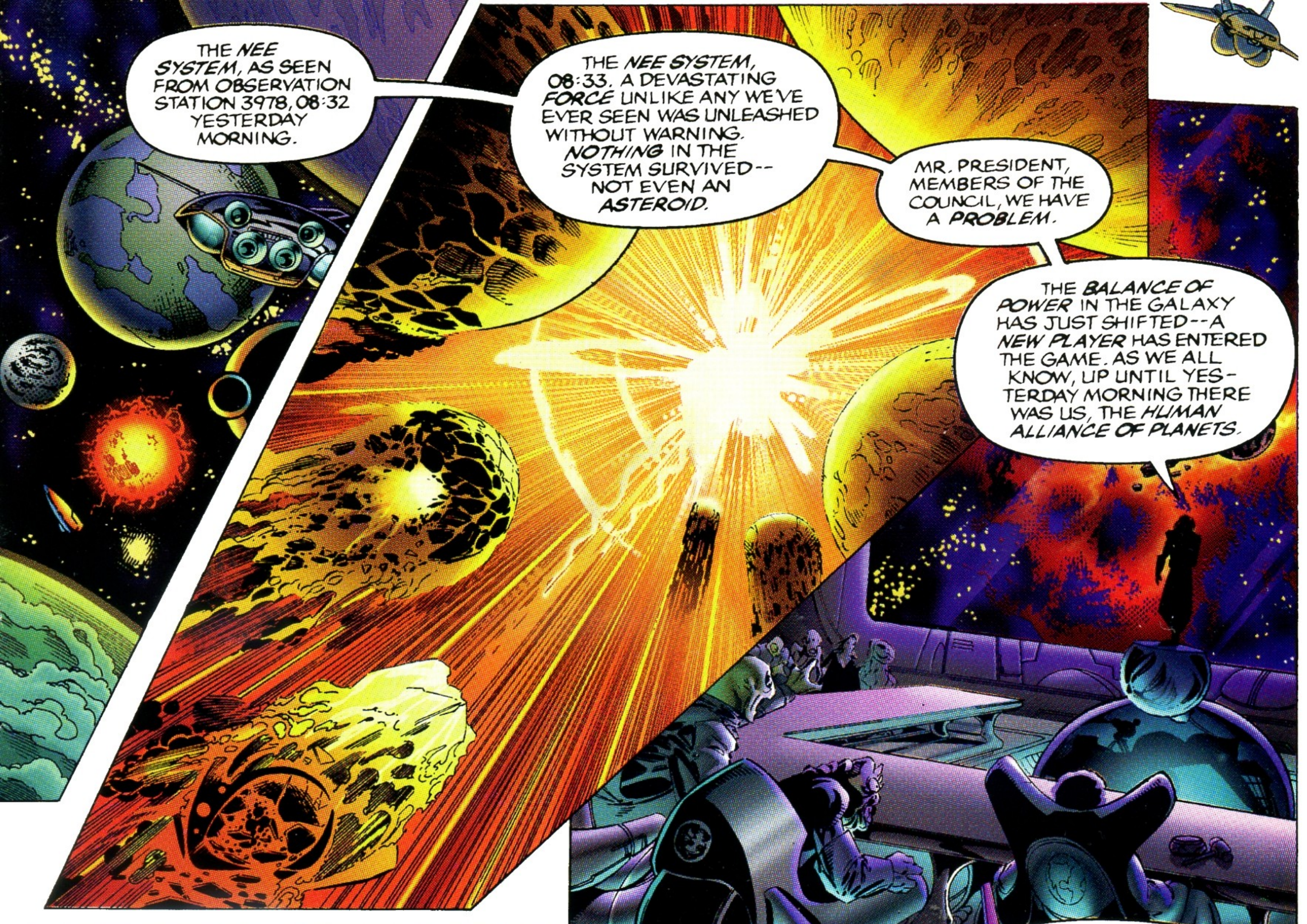
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THE *NEE* SYSTEM, AS SEEN FROM OBSERVATION STATION 3978, 08:32 YESTERDAY MORNING.

THE *NEE* SYSTEM, 08:33. A DEVASTATING FORCE UNLIKE ANY WE'VE EVER SEEN WAS UNLEASHED WITHOUT WARNING. *NOTHING* IN THE SYSTEM SURVIVED-- NOT EVEN AN ASTEROID.

MR. PRESIDENT, MEMBERS OF THE COUNCIL, WE HAVE A PROBLEM.

THE *BALANCE OF POWER* IN THE GALAXY HAS JUST SHIFTED--A NEW PLAYER HAS ENTERED THE GAME. AS WE ALL KNOW, UP UNTIL YESTERDAY MORNING THERE WAS US, THE *HUMAN ALLIANCE OF PLANETS*.

THERE WERE THE *FERAN*, THE LEONINE RACE WE FIRST ENCOUNTERED-- AND CLASHED WITH-- ALMOST 300 YEARS AGO DURING THE *CYGNUS* WARS.

THOUGH WE CURRENTLY HAVE A STABLE *TRUCE* WITH THEIR WARLIKE EMPIRE, IT'S ONLY BECAUSE OF THE MORE RECENT APPEARANCE IN OUR SECTOR OF THESE *OTHER TWO* RACES...

...THE *MANTI*, INSECTOID CREATURES THAT USE HUMANS AND FERANS ALIKE AS *BREEDING GROUNDS* FOR THEIR CARNIVOROUS LARVAE...

...AND THE *CYBEN*, MECHANICAL BEINGS AT WAR WITH EVERY ORGANIC RACE THEY ENCOUNTER. AS FAR AS WE CAN TELL, THEIR GOAL IS *TOTAL DOMINATION* OF THE GALAXY BY ARTIFICIAL LIFE.

FOR THE BETTER PART OF THE CENTURY OUR FOUR RACES HAVE BEEN AT A STANDOFF, EACH UNABLE TO EXPAND OUR EMPIRES WITHOUT RISKING A MULTI-FRONT WAR.





OTHER FORCES IN THE GALAXY INCLUDE THE KANTI OF THE PLANET TROPIS, A REBELLIOUS GROUP WITHIN OUR OWN EMPIRE.

SINCE OUR RESOURCES HAVE BEEN TAXED BY OUR EXTERNAL FOES, WE'VE HAD TO LEAVE THE KANTI TO THEIR ANTI-TECHNOLOGY, BACK-TO-NATURE WAYS--AT LEAST FOR NOW.

THEN THERE ARE THE KARLAKIANS, THE OLDEST KNOWN CIVILIZATION IN THE SECTOR.

THEY DON'T SEEM TO CARE ABOUT CONQUEST OR EXPANSION--THEY SEEM SATISFIED TO STAY IN THEIR SYSTEM AND CONTEMPLATE THEIR NAVELS.

SO FAR, EVERY RACE HAS RESPECTED THEIR NEUTRALITY--MAYBE BECAUSE NONE OF US KNOWS WHAT THEY'RE REALLY CAPABLE OF, AND WE'RE NOT EAGER TO FIND OUT.



THERE ARE RUMORS THAT, MILLENNIA AGO, THEY WIPED OUT AN EVIL RACE THAT TRIED TO CONQUER THE GALAXY.

THE GHOST PLANET, URSAE, IS SAID TO BE THE HOMELAND OF THAT LONG-DEAD RACE.

THERE ARE STORIES OF WHAT HAPPENS TO SHIPS THAT WANDER TOO CLOSE TO URSAE--AND THE WRECKAGE LEFT IN ORBIT MAKES US TEND TO BELIEVE THEM.



TO ROUND OUT THE KNOWN--OR SUPPOSED--POWER STRUCTURE OF THE GALAXY, THERE ARE THE FABLED MAGMEN.

THOUGH THERE'S NO PROOF THEY EXIST, THERE'S ENOUGH EVIDENCE THAT WE ACCEPT THEIR PRESENCE AS LIKELY.

WHAT THEY WANT, WHERE THEY COME FROM, HOW THEY'VE HIDDEN FROM US--THESE ARE ALL QUESTIONS THAT REMAIN TO BE ANSWERED.

AND THAT, GENTLEMAN, WAS THE STATE OF THE KNOWN GALAXY--AT LEAST UNTIL YESTERDAY. THAT'S WHEN WE LOST THE NEE SYSTEM--WHEN WE FIRST WITNESSED THE POWER OF...

...ANARCHIS. IT SEEMS TO BE A WANDERING PLANET, FREE FROM ANY STAR SYSTEM. IT APPEARED AS IF FROM NOWHERE.









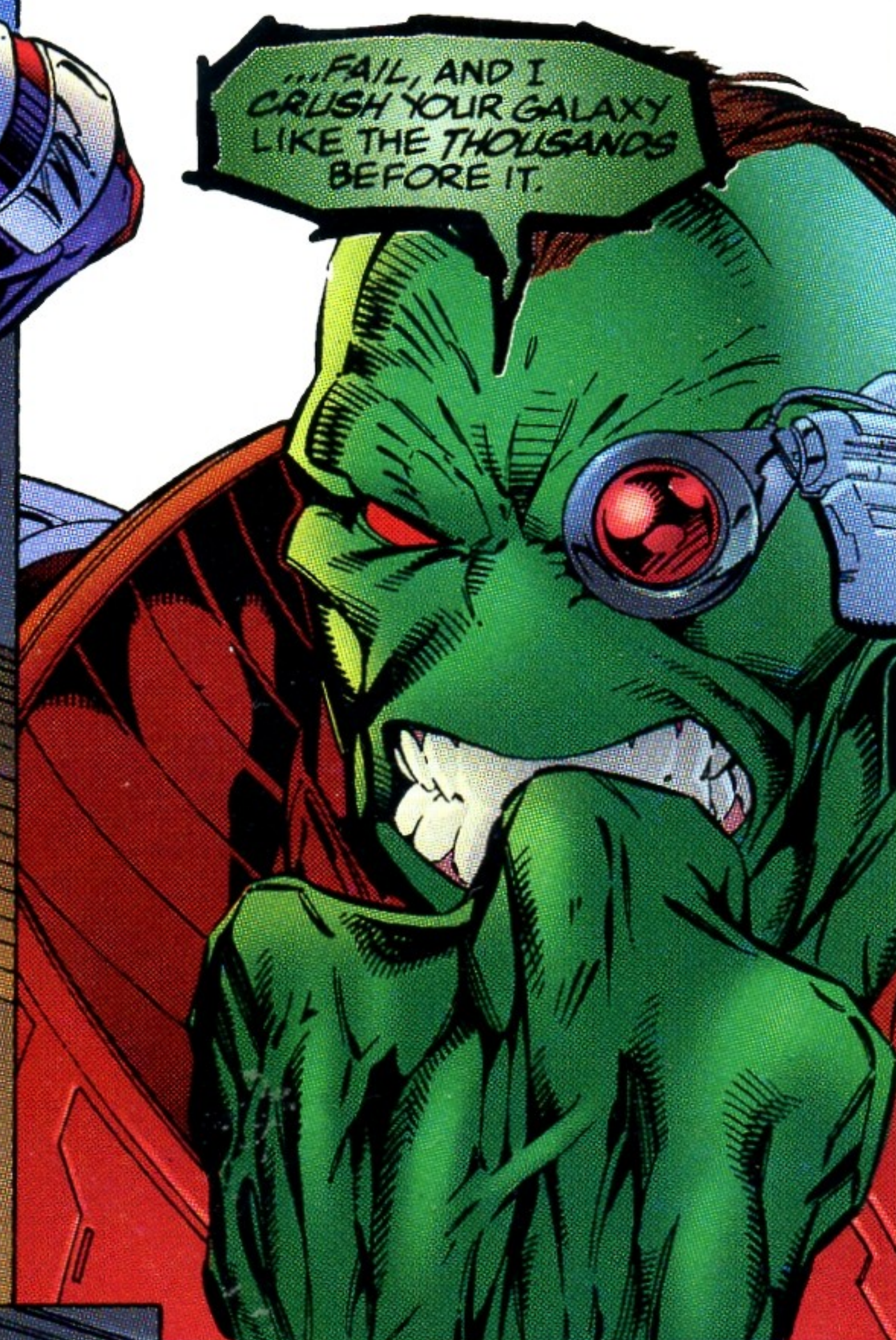
I HAVE ALREADY  
PROVEN MY MIGHT  
BY DESTROYING FOUR  
PLANETARY SYSTEMS  
AND FOUR SPACE  
FLEETS, ONE FROM  
EACH OF THE  
DOMINANT RACES IN  
YOUR GALAXY.

NOW I SEEK CHALLENGE.  
IT IS CLEAR THAT I WON'T  
FIND IT IN YOUR FEEBLE  
SPACE FLEETS, SO I  
ISSUE THIS OFFER--



ALL THE POWER,  
ALL THE MIGHT OF  
ANARCHIS, FORGED FROM  
THE RUINS OF 10,000  
CIVILIZATIONS GROUND  
UNDER MY HEEL, SHALL  
GO TO ANY BEING WHO  
CAN BEST ME IN HAND-  
TO-HAND COMBAT.

DEFEAT  
ME, AND THE  
UNIVERSE IS  
YOURS...



...FAIL, AND I  
CRUSH YOUR GALAXY  
LIKE THE THOUSANDS  
BEFORE IT.



INTELLIGENCE  
REPORTS CONFIRM  
THE DESTRUCTION  
OF PLANETARY SYSTEMS  
IN THE FERAN, MANTI,  
AND CYBEN EMPIRES.

THIS RYGI  
IS FOR REAL, MR.  
PRESIDENT.

REPORTS ALSO INDICATE  
THAT THE MANTI, FERAN, AND  
CYBEN ARE PREPARING TO  
MEET HIS CHALLENGE--AS  
ARE OTHERS.

TRACHYON SYSTEM  
FERAN EMPIRE  
DESTROYED

FACTORY SYSTEM 357  
CYBEN EMPIRE  
DESTROYED

KILAKLAK HIVE  
MANTI EMPIRE  
DESTROYED

THIS...THIS IS  
UNBELIEVABLE!

MR.  
PRESIDENT,  
WHAT WILL  
WE DO?

LADIES AND  
GENTLEMEN OF  
THE COUNCIL...



...WE'D BETTER  
FIND OURSELVES  
A FIGHTER!

CONTINUED...



# FX FIGHTER

**EIGHT GREAT FIGHTERS...**

**EIGHT PROUD CIVILIZATIONS...**

**AND A CHAMPION WHO WANTS  
TO DESTROY THEM ALL.**

You are up against the best known fighters in the Universe in a brawl to the death. The competition will be held in 8 different arenas, on 8 different planets against 8 very different competitors. Robots, Insects, Cyborgs will all use a barrage of attacks to eliminate you from the competition, permanently. In this galactic event there are no prizes for second place...only body bags.

## System Requirements

### Minimum

486DX 33Mhz IBM PC or compatible  
4Mb of RAM  
VGA  
SoundBlaster soundcard or compatible  
Single speed (150K transfer rate) CD-ROM drive

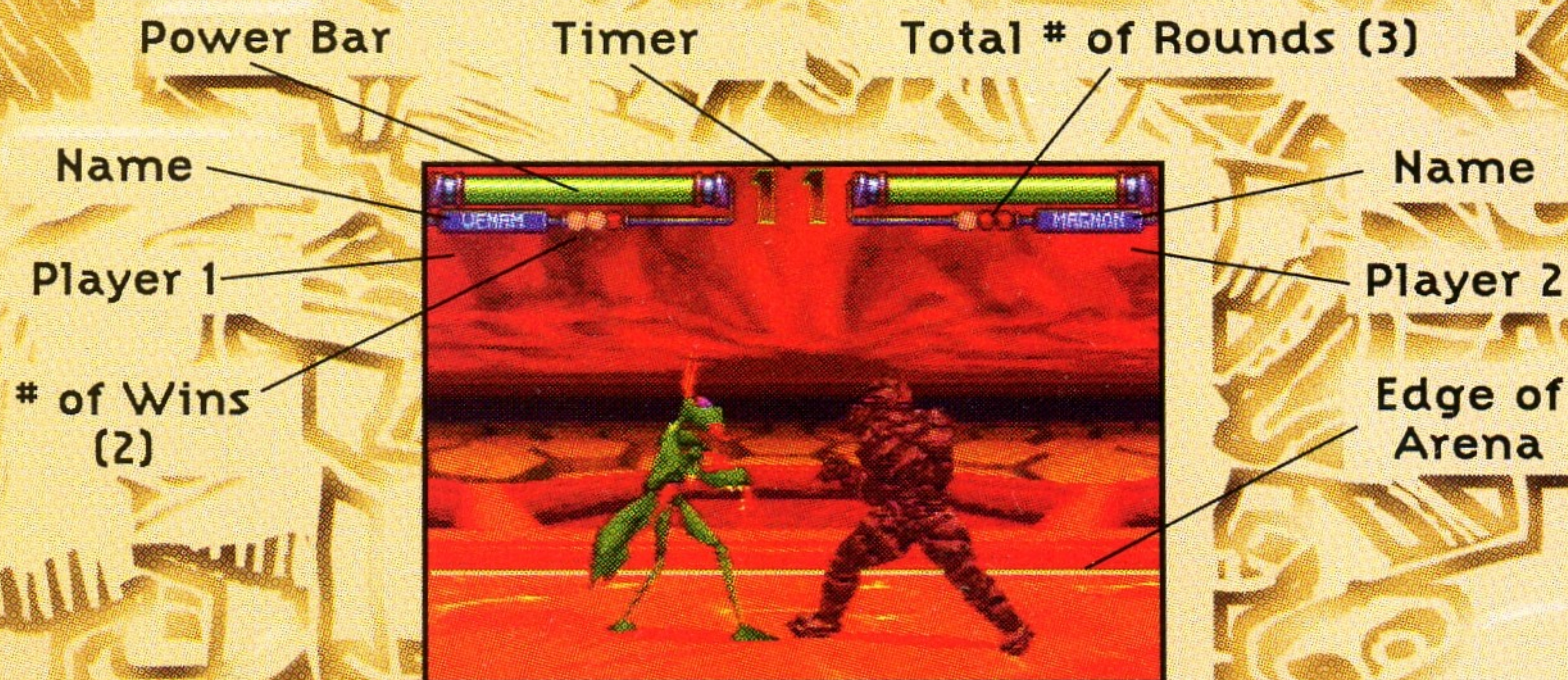
*NOTE:* FX Fighter requires an IBM PC compatible with a 486DX processor. It is not designed to run on PCs with 486SX processors.

### Recommended

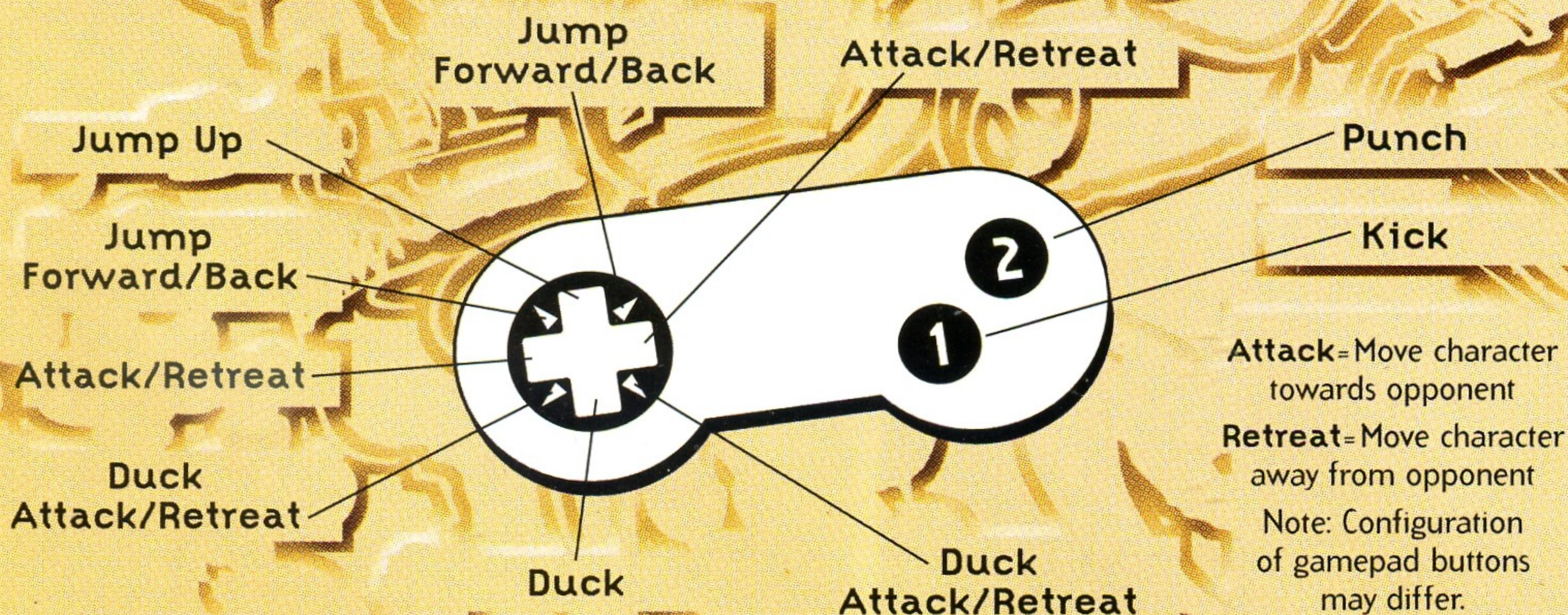
486DX2 66Mhz / Pentium IBM PC or compatible  
8Mb of RAM  
Fast Local Bus VGA  
SoundBlaster Pro soundcard or compatible  
Double speed (300K transfer rate) CD-ROM drive  
Dual joystick port gamecard  
2 PC gamepads



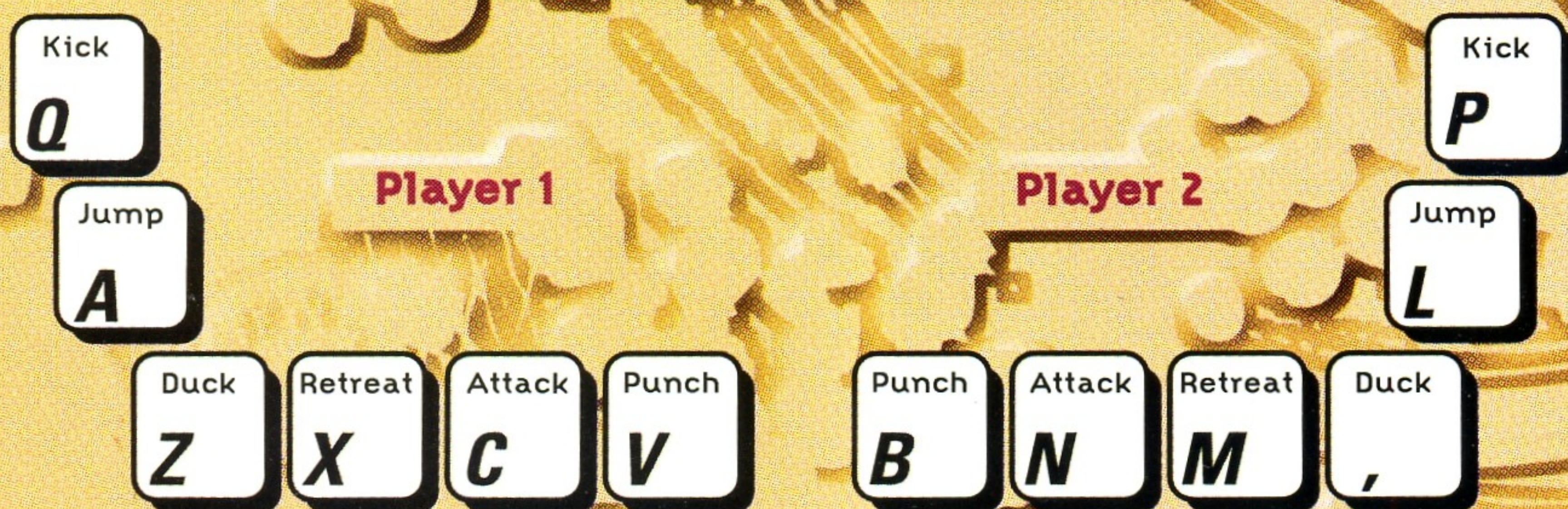
## GAME SCREEN LAYOUT



## CONTROL PAD



## KEYBOARD



Attack+Jump=Jump forward    Retreat+Jump=Jump backwards  
 Attack+Duck=Duck while attacking    Retreat+Duck=Duck while retreating  
 Duck+Attack/Retreat+Kick=Roll Left/Right (Keyboard & Control Pad)

These settings are configurable from the KEYBOARD option menu available on the OPTIONS screen. Default keys are shown. Depending on the direction your character is facing ATTACK & RETREAT may be swapped.

Note: Certain keyboard combinations may interfere with one another due to hardware limitations.



## MAIN MENU SCREEN

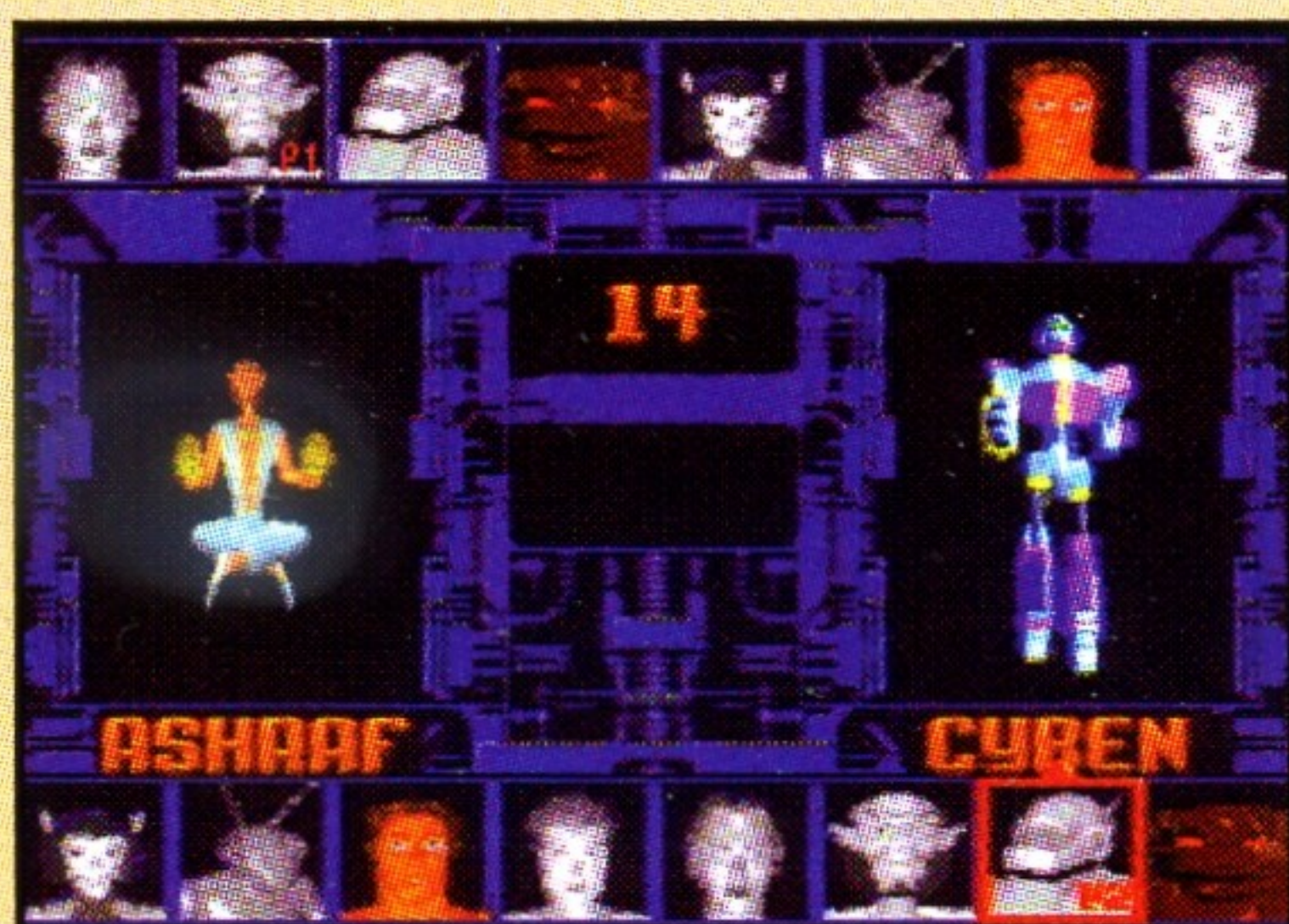


## ONE PLAYER SCREEN

To compete as a single player choose "1 Player." Using the direction keys, or control pad, you will then be able to select one of the eight fighters. As you select your fighter a short animation will be played, some animations even give clues as to the player's special abilities. After selecting your fighter you will also be able to choose an opponent. The opponent selection screen will appear after every successful fight before you move on to the next arena.



## VS. SCREEN



A two player game may be played by selecting "VS." from the "Main Menu." With **Player 1** controlling the top row of fighters, and **Player 2** controlling the bottom row of fighters, each player can select their Champion. Both players can select the same fighter which will be shown on screen using two distinct color schemes.

## TOURNAMENT SCREEN

When more than two players want to compete they can select "Tournament." In this mode up to eight players can compete in a round robin tournament using any combination of the eight alien fighters. Each Player will select a fighter and type in their name. The computer will then schedule the bouts and keep track of the standings.



## OPTIONS SCREEN



The "Options" section allows you to customize the configuration of the FX Fighter software. You will be able to customize your controller, modify fight options, and configure your computer to give you the best combination of speed and detail.



## BOUT OPTIONS SCREEN

In "Bout Options" you will be able to adjust the following:

**Time** - the length of each round. The sideways looking 8 is the symbol for "infinity" or unlimited time per round.

**Rounds** - the number of rounds you must win to beat each fighter.

**Level** - the level of difficulty for computer controlled opponents.



## KEYBOARD SCREEN



You can customize your keyboard controls using this section. You will need to test the keys after changing them because different computers handle keyboard input in different ways.

## JOYSTICK SCREEN

When using game pads or joysticks you will probably need to configure the controllers. For more information consult the Quick Reference Card included with FX Fighter.

**ON ALL MENUS:** Use Reset to change the options back to their original settings. Load and Save can be used to store special key configurations to your hard disk.



## DETAIL LEVELS SCREEN



The "Detail Levels" section will allow you to customize FX Fighter to find the best balance of speed and detail for your computer. Lower detail levels will increase gameplay speed. On very slow computers the user should set everything to "Low", "Off" and "Wide". On very fast computers the user can adjust all settings to "High", "On", "Textured" and "Full". Below is a brief description of each setting:

**Detail (Low, High)** - Determines the number of polygons for each fighter.

**Shading (On, Off)** - "Off" gives fighters a more polygonal look, but increases game speed.

**Textures (On, Off)** - "On" adds detail to fighters (eg., facial expressions, tattoos, etc.).

**Floor (On, Off)** - Determines the detail level of the arena floor.

**Floor Detail (High, Med, Low)** - Determines the number of polygons used to represent the arena.

**Screen (Wide, Full)** - Determines play screen size.

Select "Main Menu" to return to the primary menu screen.





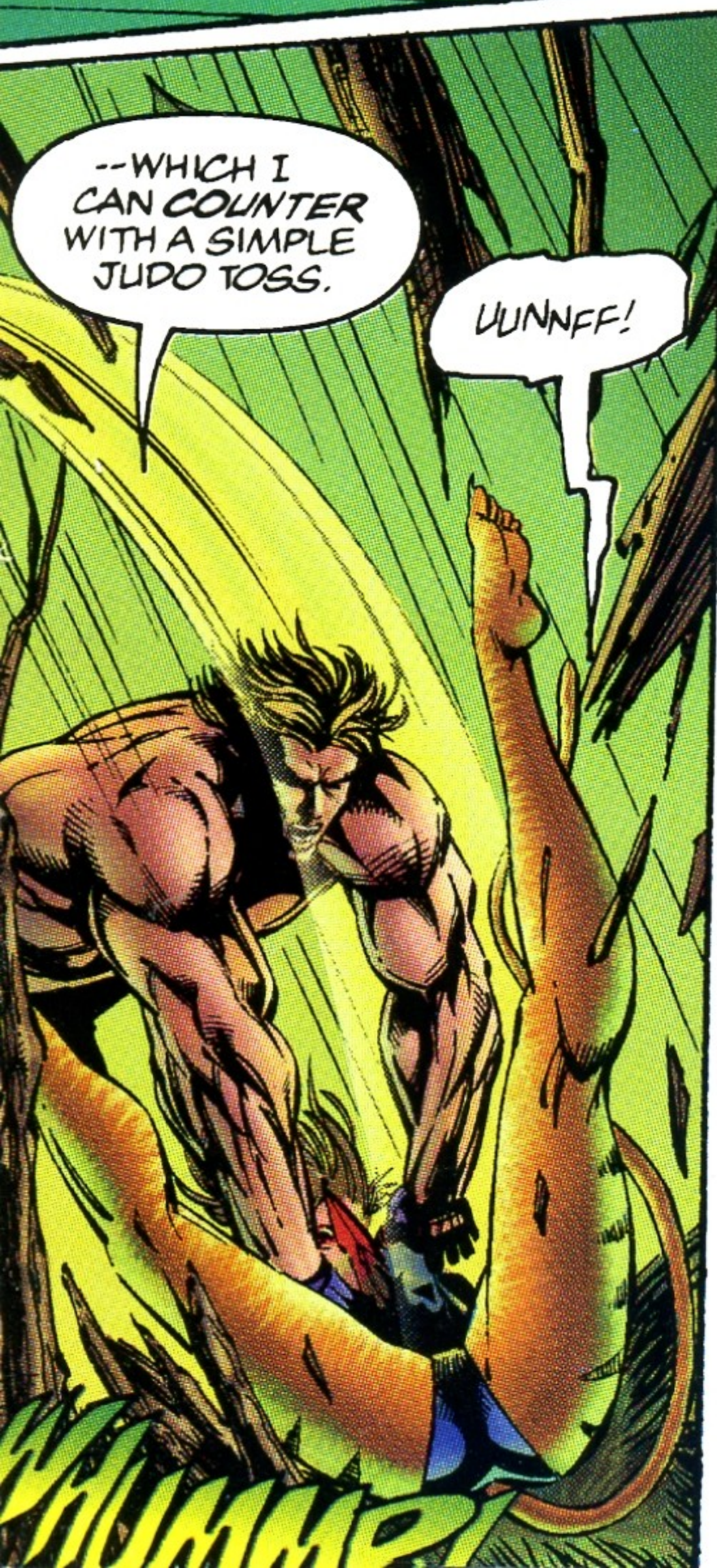
C'MON, SHEBA,  
SHOW ME YOUR  
STUFF!

RRRRRRR



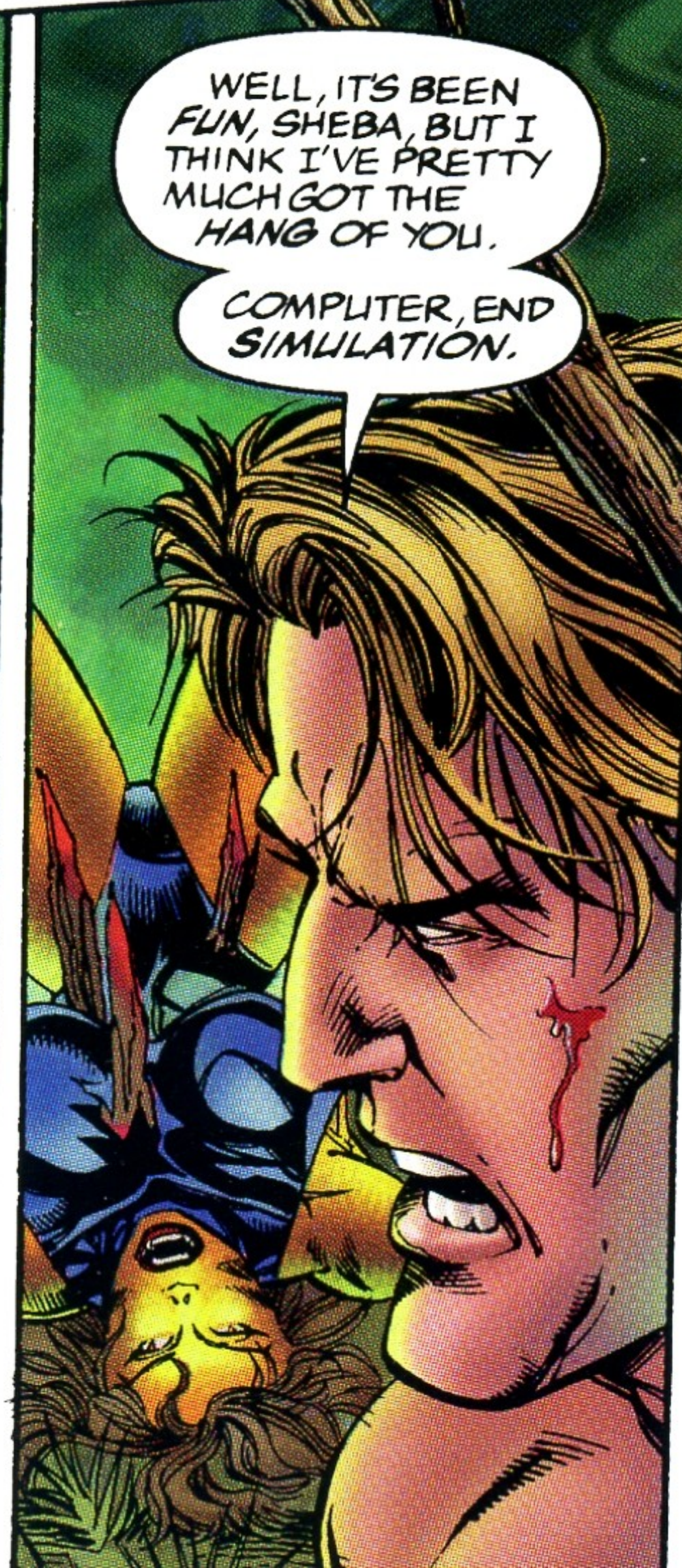
RRRRRAWWL!

RIGHT,  
THAT'S  
"CROUCH,  
LUNGE, AND  
CLAW"--



--WHICH I  
CAN COUNTER  
WITH A SIMPLE  
JUDO TOSS.

UUNFF!



WELL, IT'S BEEN  
FUN, SHEBA, BUT I  
THINK I'VE PRETTY  
MUCH GOT THE  
HANG OF YOU.

COMPUTER, END  
SIMULATION.




OKAY,  
I'M MAXED OUT  
ON THE FERAN  
FIGHTER--WHAT  
ELSE'VE YOU  
GOT FOR ME?

PATIENCE,  
JAKE--I'M  
LOADING THE  
NEW DATA ON  
THE OTHER  
COMBAT-  
ANTS NOW.

AS THE  
REPRESENTATIVE OF  
THE HUMAN ALLIANCE  
OF PLANETS, YOU'VE  
GOT THE BEST INTEL-  
LIGENCE IN THE  
GALAXY AT YOUR  
DISPOSAL.

ZZZNNN





HERE--THIS FIRST SCREEN SHOWS MAGNON. AS YOU CAN SEE, THE MAGMEN DO EXIST, AND THEY'VE SENT A REPRESENTATIVE TO FIGHT FOR THEM.

REPORTS INDICATE THAT HE'S QUITE **STRONG**, VERY **DURABLE**, AND HAS...

LET ME GUESS--  
**LAVA BREATH?**

**EXACTLY.** NOW, THIS WOMAN--**SIREN**--CLAIMS TO BE THE LAST SURVIVOR OF THE GHOST WORLD, **URSAE**.

SHE APPEARED ON **PROCON 3** SHORTLY AFTER **RYGIL'S** CHALLENGE AND QUICKLY OVERWHELMED THE PLANET WITH HER **TELEKINETIC POWERS**.

SHE WANTS TO USE **ANARCHIS** TO REVIVE HER EVIL RACE AND CONQUER THE GALAXY.

**NICE PLAN**--I'LL LOOK OUT FOR HER.

SOMEONE ELSE MAY BEAT YOU TO IT. THIS IS **ASHRAF**, A **KARLAKIAN** MONK. HIS RACE HAS AN OLD GRUDGE AGAINST **SIREN'S**.

HE MAY SEEM HARMLESS, BUT DON'T BE FOOLED--

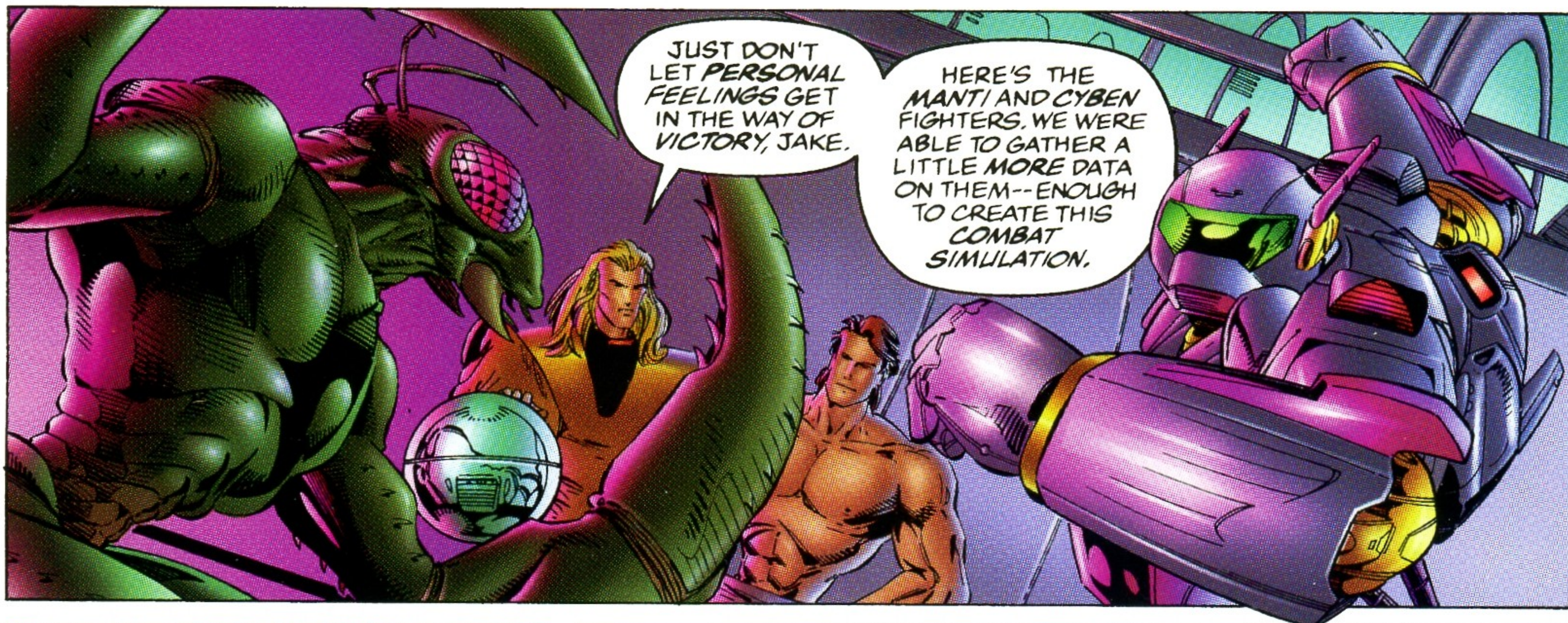
--HIS **CHAKRA**--HIS LIFE FORCE--CAN MAKE QUITE AN IMPACT ON A FOE.

AS CAN THE **KANTI** CHAMPION'S THROWING STARS.

HER NAME'S **KIKO**. SHE'S STRICTLY **LOW-TECH**, BUT SHE'S DEADLY WITH HER WEAPONS.

THAT'S NOT ALL **KIKO'S** DEADLY WITH. WE'VE MET... AND I'M LOOKING FORWARD TO THE REMATCH.





JUST DON'T LET **PERSONAL FEELINGS** GET IN THE WAY OF **VICTORY, JAKE.**

HERE'S THE **MANTI** AND **CYBEN** FIGHTERS. WE WERE ABLE TO GATHER A LITTLE **MORE DATA** ON THEM-- ENOUGH TO CREATE THIS **COMBAT SIMULATION.**



AS YOU CAN SEE, **CYBEN 30** HAS MASSIVE **STRENGTH**, BUT **VENAM** IS MORE **AGILE** AND CAN LEAP OVER HIS BLOWS.



SHE CAN ALSO SPIT A HIGHLY **CORROSIVE ACID** AT HER FOES, SO BE **CAREFUL** WITH HER.

NO SWEAT-- I'M A LOT **FASTER** THAN THE **BUCKET.**

DON'T UNDERESTIMATE **CYBEN 30'S** **SPEED--** OR HIS **COMBAT ABILITIES.**

HE CAN TAKE A LOT OF **DAMAGE...**

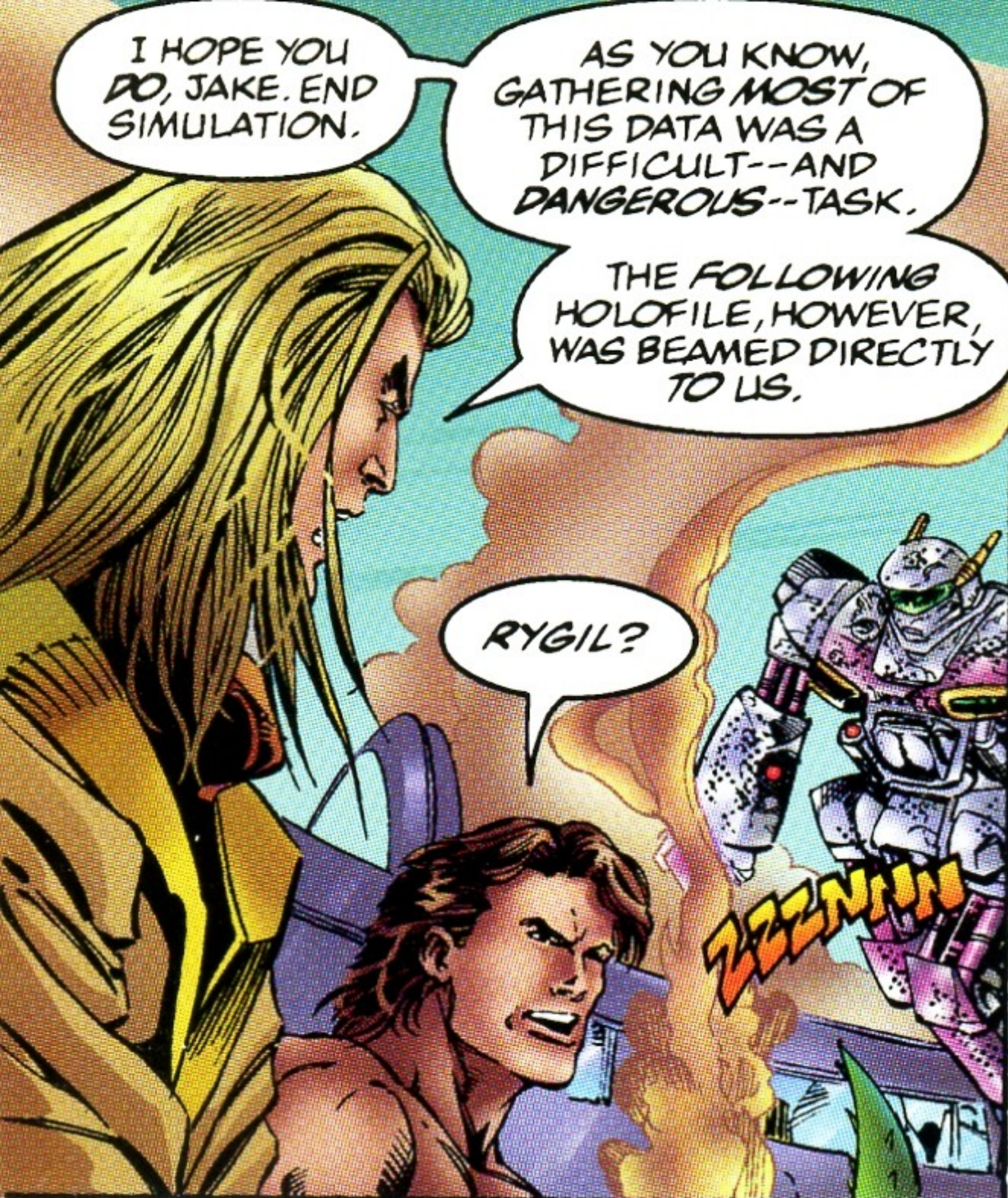


...AND HE'S EQUIPPED WITH A **CYBER-SHOCK** ATTACHMENT THAT CAN DISH OUT EVEN **MORE** IF HE **CATCHES** YOU BETWEEN THE **ELECTRODES!**



OUCH, SO I SEE!





I HOPE YOU DO, JAKE. END SIMULATION.

AS YOU KNOW, GATHERING MOST OF THIS DATA WAS A DIFFICULT--AND DANGEROUS--TASK.

THE FOLLOWING HOLOFILE, HOWEVER, WAS BEAMED DIRECTLY TO US.

RYGIL?

ZZZZNNNN



GREETINGS, HUMAN WORM! I AM RYGIL, YOUR MASTER.

RIGHT NOW YOU ARE TRAINING, PREPARING TO MEET ME IN BATTLE.

LET ME SHOW YOU WHAT YOU FACE!

YOU DO THAT.



MY FISTS HAVE SHATTERED MOUNTAINS... FELLED PLANETS.

KRUUMP!

OR PERHAPS I'LL USE MY OPTIC BLASTS TO INCINERATE YOU WHERE YOU STAND.

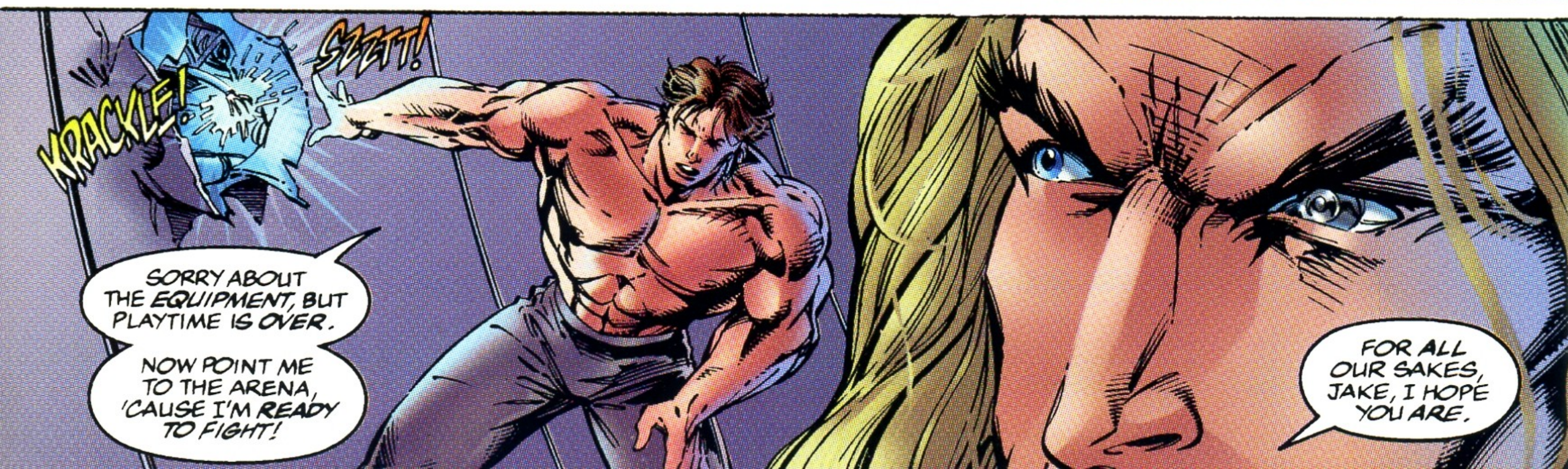
IT WILL BE LESS MESSY THAN A PUNCH.

AND THEN, AS YOUR CORPSE SMOLDERS, I WILL EAT YOUR--SKRECH!

THEY CAN CRUSH YOUR FRAGILE HEAD LIKE A MELON!

EAT THIS, RYGIL!

SHRAK!



SORRY ABOUT THE EQUIPMENT, BUT PLAYTIME IS OVER.

NOW POINT ME TO THE ARENA, 'CAUSE I'M READY TO FIGHT!

FOR ALL OUR SAKES, JAKE, I HOPE YOU ARE.



## GAME CREDITS:

PRODUCER  
ASSISTANT PRODUCER  
ASSISTANT PRODUCER  
TEST MANAGER  
LEAD TESTER  
TESTERS

CHARACTER DESIGN  
MANUAL  
MOTION CAPTURE TEAM

SPECIAL THANKS

PRODUCT MARKETING MANAGER

PROGRAMMER  
CHARACTER ANIMATION

IN-GAME ARTWORK

FRONT-END ARTWORK

GAMEPLAY DESIGN

GAMEPLAY SUPPORT

ORIGINAL DESIGN

MUSIC

SOUND CODING  
CODING SUPPORT

BRENDER SUPPORT

QA / TESTING

SPECIAL THANKS

PRODUCER

JERRY ALBRIGHT  
NANCY NEAR  
STEWART SPILKIN  
JEANNE COLLINS  
ROBERT SABLON  
PHIL ROBINSON  
MICHAEL STACKHOUSE  
MITCH LACEY  
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ROD DAVIS  
TODD HOLLEY  
TERRY BARNUM  
DANE WYGAL  
DOMINIQUE WIDIEZ  
ROBERT BURNETT

## ARGONAUT:

STEVE THOMPSON  
SIMON HARGRAVE  
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TINA BRADLEY  
JASON SMITH  
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NINA-SIMEONE DRABWELL  
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